Pocket SuperEASY™
User's Guide



For Operating Systems:
Windows Mobile 2003, 2003SE (Second Edition)
Windows Mobile 5.0
Windows Mobile 6.0
.NET CE V4.2

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Pocket SuperEASY™
System Requirements

Operating Systems:
Windows Mobile 2003, 2003SE (Second Edition), Windows Mobile 5.0, Windows Mobile 6.0, or .NET CE V4.2

Minimum Hardware Requirements:
64 Mb of memory
200 MHz processor

Recommended Hardware Requirements:
64 Mb of memory
400 MHz processor or faster
512 MB, or larger, storage card

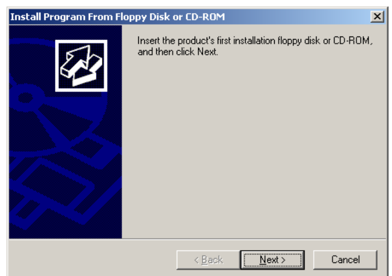
Contents

Software Installation

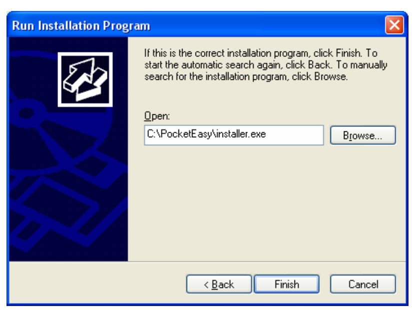
Be sure you have access to SuperACE™ before using Pocket SuperEASY™ to collect cruise data. Pocket SuperEASY™ will only download cruise data to a PC or laptop computer that has a copy of SuperACE™ installed. Pocket SuperEASY™ is not compatible with previous versions of SuperACE™.

To install Pocket SuperEASY™:

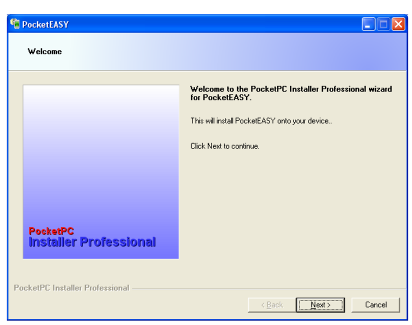
1. Make sure your mobile device is “synced” to your PC.
2. Load the installation CD on the PC.
3. Open Control Panel on the PC.
4. Select “Add/Remove Programs”
5. Select “Add New Programs”
6. Click on “CD or Floppy”
7. The following screen appears



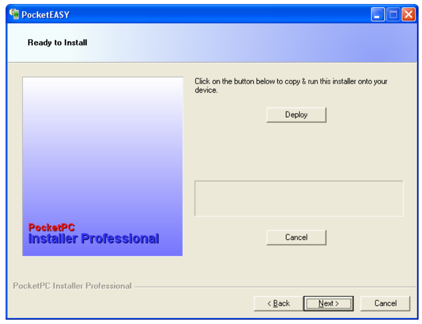
8. Click Next



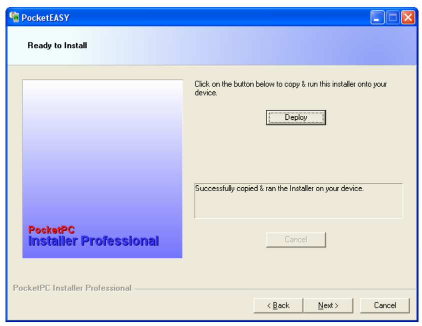
9. Browse to the CD and select **Installer.exe** located in the **PocketEASY folder** and click Finish.



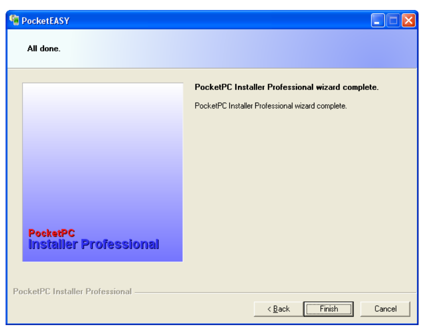
10. Click Next.



11. Click Deploy. The installation will begin. Wait until you see the message "**Successfully copied & ran the installer on your device**" on the screen.



12. Click Next.



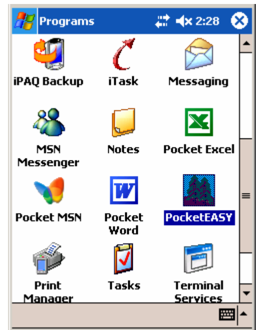
13. The install is complete. Click Finish.

14. The program is now loaded onto your mobile device.

Start Pocket SuperEASY™

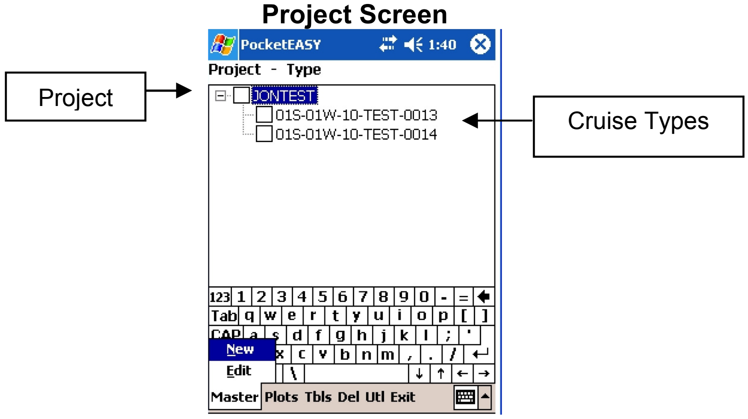
To start Pocket SuperEASY™, tap **Start** at the top of the screen, then **Programs** near the bottom of the list, then tap on the **PocketEASY™** icon. Pocket SuperEASY™ is referred to as PocketEASY™ in the software application.





The following screen will open. This is the Project screen where you enter a new cruise project or open an existing cruise project If there are no projects the screen will be blank. Existing projects are listed by their project name with the associated cruise type or types listed as subfiles below each project. To hide the associated cruise type(s), click on the minus (-) sign to the left of the Project name. This will hide the timber type(s) and the minus (-) sign will change to a plus (+) sign. To unhide the timber type(s), click on the plus (+) sign. **Note: Users of handhelds with .NET CE V4.2 will see the menus on the top rather than the bottom.**

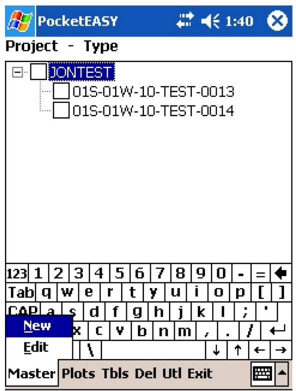
Project Screen



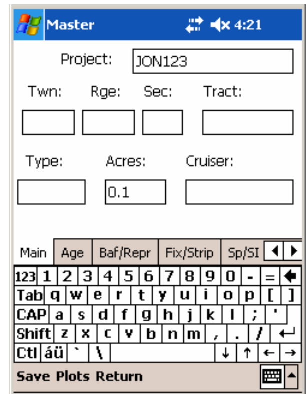
Create a Cruise Project

To create a new project tap on **Master** at the bottom of the Project screen. Then tap **New** from the menu. This will open the Master screen below.

Project Screen

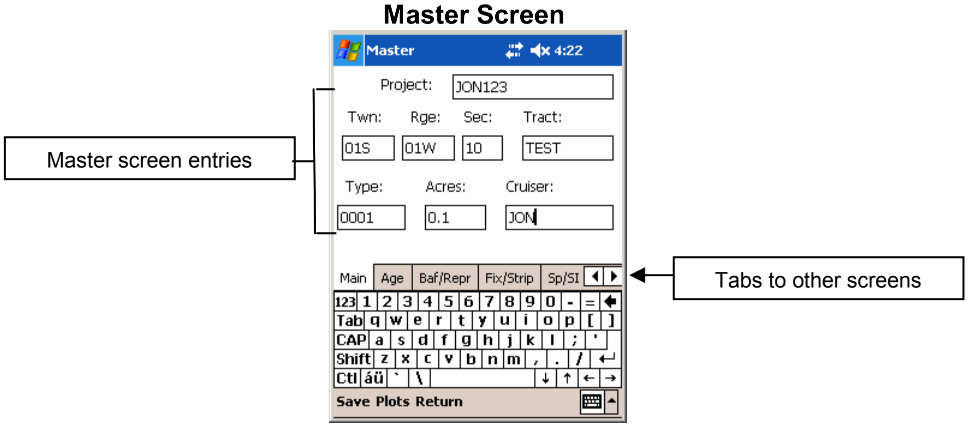


Master Screen



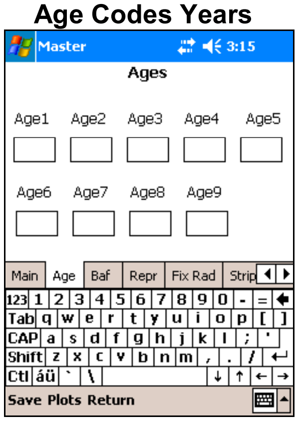
The cursor will be in the Project cell. Type in the name of the project you wish to create. The name can contain up to 8 characters. The project name can be composed of either alphabetic, numeric or alphanumeric characters. It cannot include spaces or symbols. At a minimum, the Township, Range, Section and Type number should be entered. With the exception of the Acres entry, all the master entries are alphanumeric. A completed Master Screen example is shown below.

Master Screen

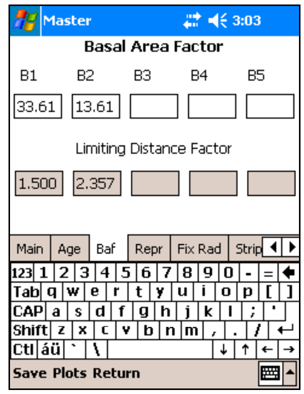


Along the top of the keyboard in the Master Screen are tabs that will take you to other screens to enter values for age, prism factors (BAF), plot radii, strip cruise factors, species site index and miscellaneous information (refer to previous screen). These entries are not required but it is recommended that you make it a habit to fill in any necessary values that may be used in completing a cruise. All the information entered into these screens will be downloaded with the plot data to SuperACE™. The screens are shown below.

Age Codes Years

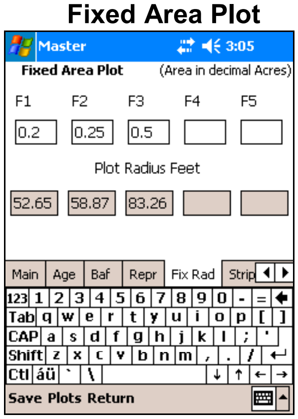


BAF Values



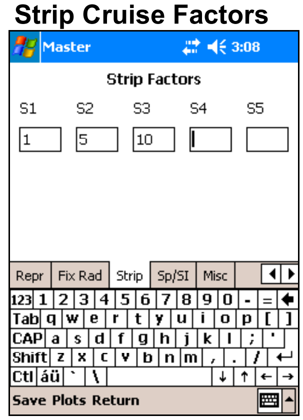
With example values.

Fixed Area Plot



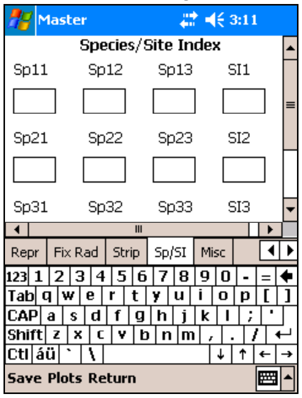
With example values.

Strip Cruise Factors

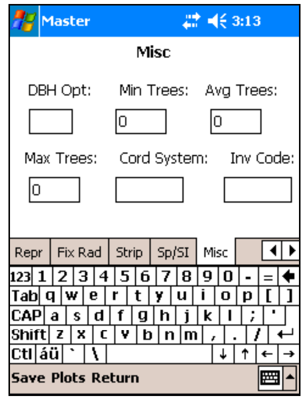


With example values.

Site Index by Species



Miscellaneous

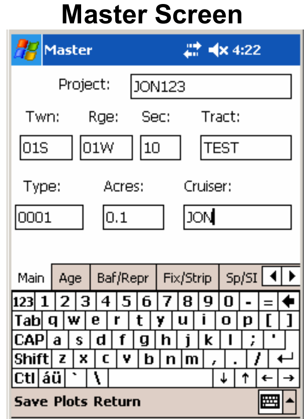


Once all the Master Screen tabs have been filled in with the necessary values you can either tap **Save** to save the information and return to the Project Screen, tap **Plots** to save the entries and go directly to the Plot Screen or tap **Return** to leave the screen without saving any of the entries.

Adding a Type(s) to an Existing Project

To create a new project type tap on Master at the bottom of the Project screen. Then tap New from the menu. This will open the Master screen. The name of the project should appear in the Project cell. At a minimum, the Township, Range, Section and Type number should be entered. The type number will differentiate this type from other project types. A completed Master Screen example is shown below.

Master Screen

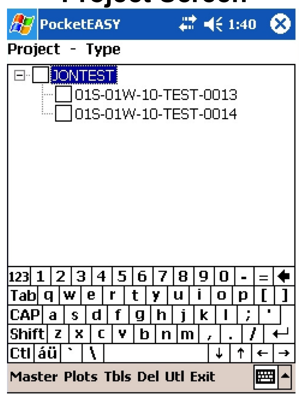


Once all the Master Screen tabs have been filled in with the necessary values you can either tap **Save** to save the information and return to the Project Screen, tap **Plots** to save the entries and go directly to the Plot Screen or tap **Return** to leave the screen without saving any of the entries.

Deleting an Existing Project

1. In the Project Screen, tap on the Project name that is to be deleted so that it is highlighted in blue.

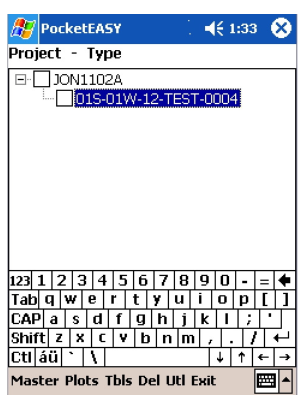
Project Screen



2. Tap on the **Del** option at the bottom of the screen.
3. A delete verification screen will appear confirming that you wish to delete the selected project.
4. Tap Yes or No
5. If you tap Yes the project and ALL associated cruise stands will be deleted from the mobile unit. **Note: you can not undelete a project once it has been deleted.**

Deleting a Type(s) from an Existing Project

1. In the Project Screen, make sure that types are visible, if not, tap on the plus(+) sign next to the project name then tap on the type or types that are to be deleted so that they are highlighted in blue.



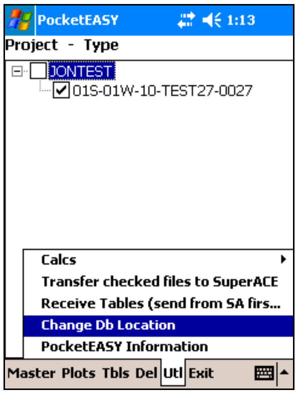
2. Tap on the **Del** option at the bottom of the screen.
3. A delete verification screen will appear confirming that you wish to delete the selected type(s).

4. Tap Yes or No
5. If you tap Yes the selected type(s) will be deleted from the mobile unit. **Note: you can not undelete a type once it has been deleted.**

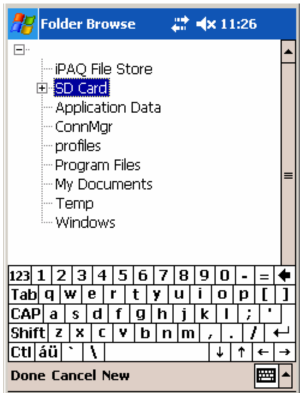
Data Storage

It is recommended that you save your data to the mobile device's storage card. This will safeguard against losing your data due to loss of battery power or damage to the mobile device. It also enables easy data transfer between mobile devices. All the cruise data is stored in a file named **Pocketeasy.sdf** on the mobile device.

1. In the Project Screen tap on **Utl** and select **Change Db Location.**

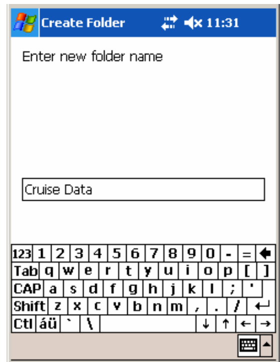


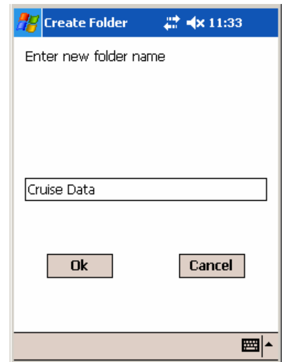
2. In the following screen select your storage card from the list.



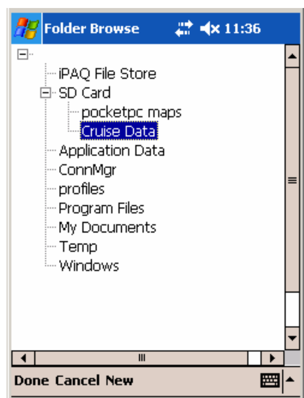
3. Next, tap **New** in order to add a new folder to store your data. You can give the folder any name you wish. After entering a folder name you will need to hide the keyboard and tap **OK** to create the folder.







4. You will see the new folder has been added to the storage card. Tap **Done** to return to the Project Screen.



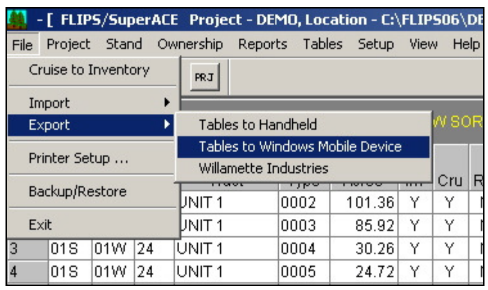
All of your cruise data will be saved to this folder until you decide to change the location. ***Always download cruise data to SuperACE before changing the storage location in order to avoid the accidental loss of the cruise data.***

Transferring Species, Sort and Grade Tables from SuperACE™ to Pocket SuperEASY™

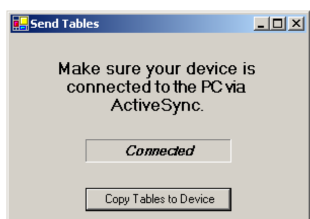
After creating the Species, Sort and Grade tables in SuperACE™ to be used on a cruise project, the tables can be transferred to Pocket SuperEASY™ for use in the field.

Transferring Tables:

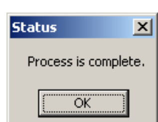
1. Make sure that the mobile device is "synced" with the PC.
2. Open SuperACE™ on the PC.
3. In SuperACE™ make sure that the Species, Sort and Grade tables that are to be transferred are set as the active tables.
4. From the menu bar select **File**, **Export**, **Tables to Windows Mobile Device.**

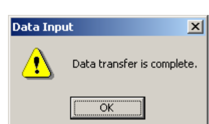


5. The following screen appears. Click on Copy Tables to Device

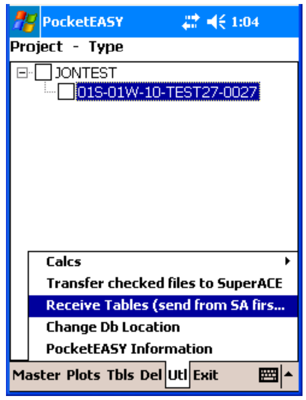


6. The following screens appear when the process and transfer is complete. Click OK on both.

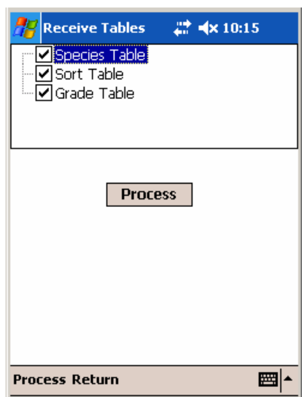




7. In Pocket SuperEASY™ tap on the **Utl** option at the bottom of the Project screen and select **Receive Tables (send from SA first)**.



8. Tap in the box next to the tables you wish to transfer to make a check mark appear.



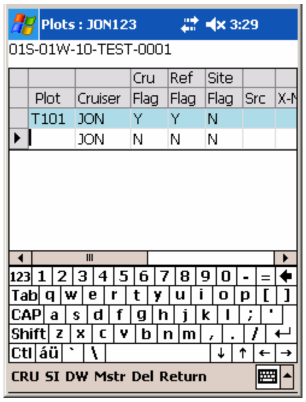
9. Tap Process.

The tables are transferred and can now be viewed and edited in Pocket SuperEASY™

Entering Plot Data

It is normal to tap on **Plots** to go to the Plots screen where you begin entering data for a cruise plot. The Plot Screen is shown below.

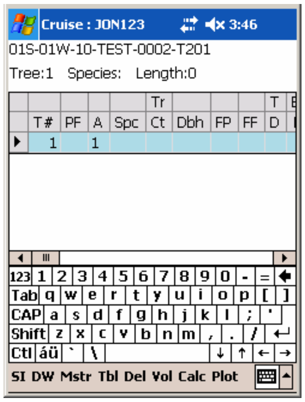
Plot Screen



In the Plot Screen you enter the plot number, a required entry, and have the option of entering plot coordinates, elevation, slope and aspect. Slope and aspect values are defined in the Slope and Aspect tables which are discussed in the tables section of this manual.

After the plot number is entered, tap on the **CRU** (Cruise Screen) selection at the bottom of the screen to enter tree data for the plot. The following screen will open.

Cruise Screen



The Cruise Screen is designed to match the Tree Input screen in SuperACE™. The following are descriptions of the fields.

T# - Tree Number. A three digit numeric field. Tree number is assigned by the computer. Users can also input tree numbers when required by the cruise, such as, measuring permanent plots with tagged pre-numbered trees.

PF – Plot Factor or Prism Factor (**required**). A two digit alphanumeric field. When a two digit number is entered, the field is a Prism Factor or Basal Area Factor (i.e. 20 equals a 20 BAF). If a decimal value is used for a prism factor then a B1, B2, B3, B4 or B5 is entered with the prism factor value defined in the type master screen (i.e. B1 is entered in the PF column and 33.61 is entered next to B1 in the type master screen). A letter followed by a number (i.e. F1, R1 or S1) is referring to a Plot Factor in the type master screen. These refer to various sampling systems and plot sizes. If a cruiser requires that a tree be treated as a 100% cruise tree on a cruise plot, enter the tree on a plot with the plot number preceded by a dash (-).

Up to 5 options for each sampling system can be used:

Identification
A -Age (**required**): A one digit numeric field for age code. The age in years is input on the cruise master screen. Default age is code 1. Up to nine ages can be input per type. Age is used for calculating the tree form, bark factors, growth, and for age class reports. If no age is assigned, then a default age of 50 is used for volume calculations.

Spc – Species (**required**): A three digit alpha/numeric field is provided for species. The numbers or letters must match the species table.

S – Status (**optional**): A one digit alpha/numeric field. Status is used to indicate dead trees, cut/leave, blowdown trees, etc.

Tr Ct – Tree Count (**optional**): A two digit numeric field is provided for tree count.

Measurements

DBH – Diameter Breast Height: This field is required when cruising volume plots and optional when cruising count and regeneration plots. DBH is a four digit numeric field, including the decimal point, is provided for diameter. This diameter is measured four feet or 1.3 meters above the stump outside the bark. Diameters less than 99.9 inches can be input to the nearest tenth inch. Trees larger than 100 inches are input to the nearest inch.

FP – Form Point (**required**): A two digit numeric field is provided for form point. Form point is where Form Factor is measured and/or where the tree taken "in" with a BAF. If form point is defined as four feet, the program will automatically use a point on the bole at 16 feet to calculate Form Factor. Form point can be varied for each tree if needed.

FF – Form Factor (**required for FP other than 4'**): A two digit numeric code. Form factor is the percent relationship of the outside bark diameter at Form Point (16 feet) divided by the DBH.

TD – Top Diameter (**required for measure plots**): A one digit alpha/numeric field. Top diameter is the diameter outside the bark at the top of the bole. This is entered as a single digit percent value of the

diameter at 16’ (i.e. 4 = 40%, 0 for total height) or as an alpha value for diameter (i.e. A=1”, B=2”, C=3”, D=4”, etc.).

Bol Ht – Bole Height (**required for measure plots**): A three digit numeric field. Bole height is the distance from the stump to the Top Diameter Fraction or the Top Diameter outside the bark to the nearest foot.

Tot Ht - Total Height (**optional**): A three digit numeric field. Total height is the distance from the stump to the tip of the tree. Maximum tree height for a species is input on the species screen. Bole height and total tree height can both be entered. If a “0” (zero) is entered in the TD cell then the Bol Ht value will be automatically copied to the Tot Ht cell.

Classification (**optional**)

P – Position
User defined single digit alpha code (i.e. D=Dominant)

C – Crown Ratio percent of the tree length with canopy.
User defined single digit numeric code.

V – Vigor
User defined single digit alpha code.

D – Damage
User defined single digit alpha code.

T – other: User defined alpha or numeric code.

Segments - (**required for volume calculation**) Up to 12 Segments can be described for each tree.

S - Sort - A single alpha or numeric code as described in the active sort/grade table.

G - Grade - A single alpha or numeric code as described in the active sort/grade table.

Ln – Segment length. Two digit numeric. On the final log segment of a tree, a “- -“ may be entered instead of a numeric length. If a “- -“ is entered, the program will compute the length of the segment to the minimum top diameter or to bole height, which ever it hits first. Log length min and max are defined in the species, sort and grade tables.

F - Board Foot length deductions.

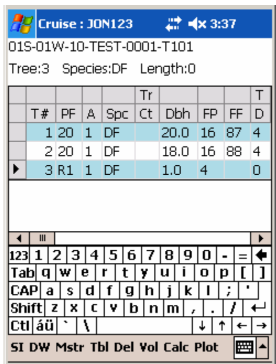
I – Board Foot diameter deductions

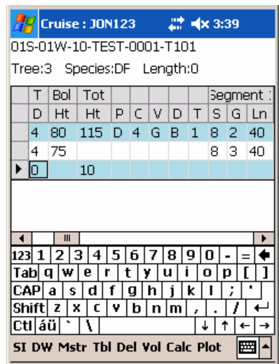
F –Cubic Foot length deductions

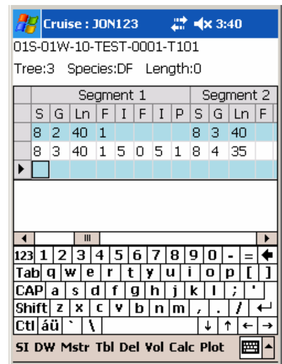
I – Cubic Foot diameter deductions

P - Numeric field left blank when using length or diameter deductions. A "1" is entered when percentage deductions for board foot and cubic feet are to be used. Percentages are entered as whole numbers (i.e. 5% board foot deduction would be entered with 0 under the first **F** field and 5 under the first **I** field with 1 entered under the **P** field).

Below are examples of plot data entries in the Cruise Screen, scrolling from left to right in the screen.

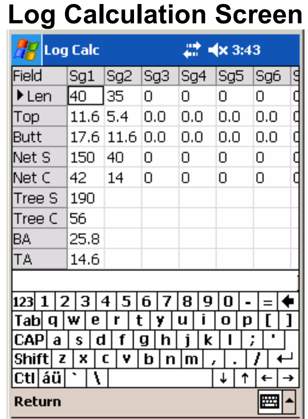






Segment volumes can be calculated by selecting a tree record, then tapping on the **Vol** selection at the bottom of the Cruise Screen. The following screen will open, calculating scribner and cubic volume for the tree segments. It also calculates segment diameters, total tree volume, trees per acre and basal area. This screen is helpful in determining the correct diameter and volume values for sort and grade requirements along with split scaling occurrences.

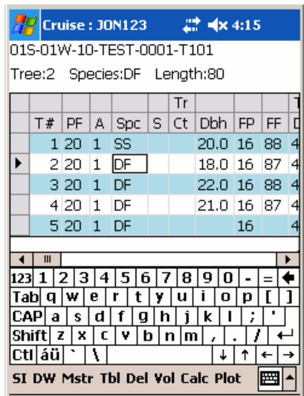
Log Calculation Screen



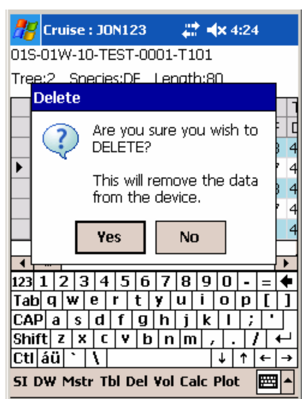
Deleting a Tree Record

A tree record can easily be deleted from the Cruise Screen. Only one tree record at a time can be deleted.

1. Select the record in the Cruise Screen by tapping in the grey cell to the left of the tree number. A (►) symbol will appear in the cell.



2. Tap on the **Del** option at the bottom of the screen.
3. A delete confirmation screen will appear to confirm the deletion of the tree record.

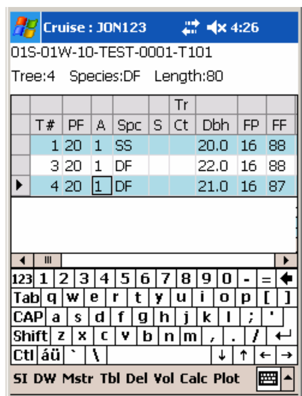


4. Tap Yes or No.

5. If you tap yes you will be asked if you wish the remaining trees to be renumbered sequentially or to leave the tree number as they exist.

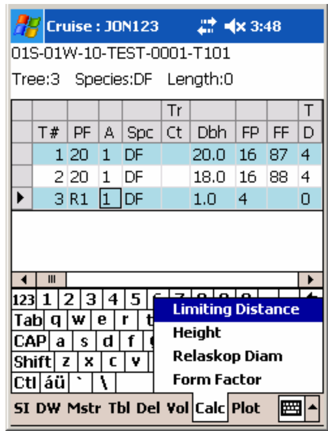


6. After tapping yes or no the tree record will be deleted.

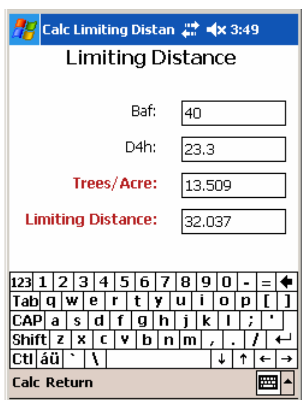


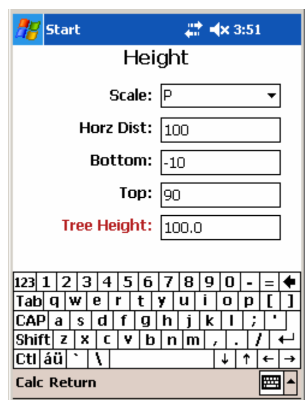
Calculator

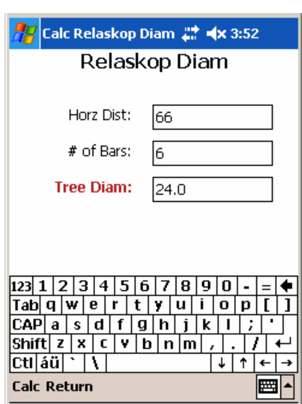
The Cruise Screen has a calculator feature located under the **Calc** selection at the bottom of the screen. With it you can calculate limiting distance, tree height, relaskop™ diameter and form factor.

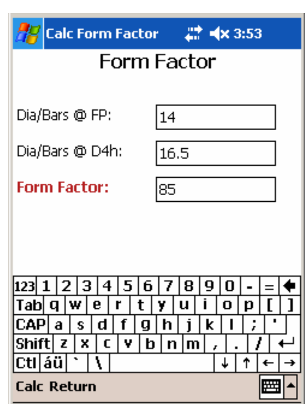


Input values for the black variables then tap the **Calc** option at the bottom of the screen to calculate value.





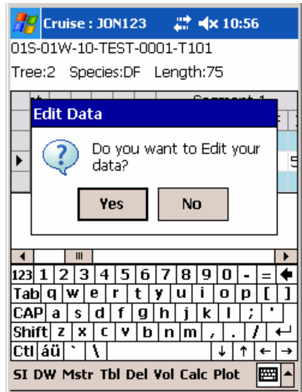




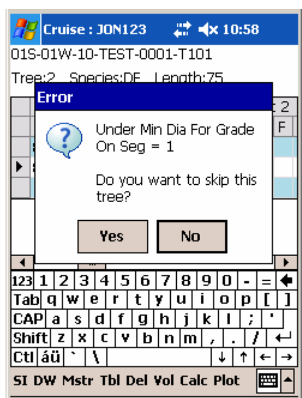
Tap the **Return** option to return to the Cruise Screen.

Plot Data Edit Routine

After the plot data has been entered, tap the **Plot** option at the bottom of the Cruise Screen. Before leaving the cruise screen you will be prompted by the following message:



If you tap Yes the tree segments will be checked against the Sort and Grade tables to verify that the entered tree segments meet the table parameters. If a segment doesn't match a parameter in one of the tables a message will notify the user of the required edit change. The user has the option of correcting the edit or ignoring the edit change.

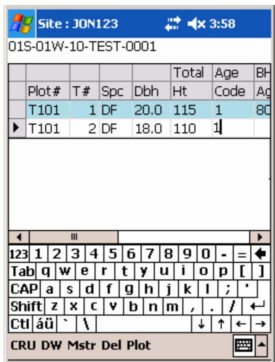


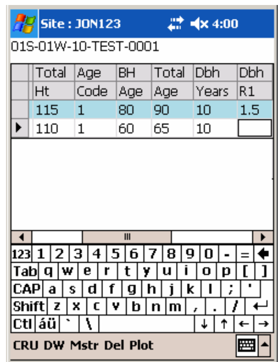
If you tap on Yes you must tap on **Plot** after every edit has been corrected in order to proceed through the edit routine. When all the edits have been reviewed the data is saved and the user is returned to the Plot Screen. If you click No on the "Do you want to Edit your data?" the data is saved without being edited.

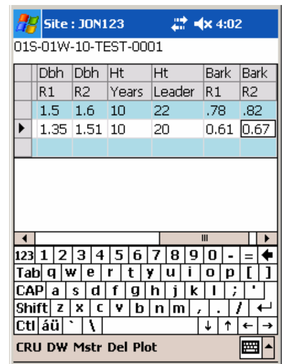
The edit routine will also run when you tap **SI** or **DW** to enter into those screens. You will need to tap either **SI** or **DW** after every segment edit to complete the edit routine.

Entering Site Index Tree Data

The site tree data screen can be opened from the Plot or the Cruise screens by tapping on the **SI** option at the bottom of the screens. This screen stores site tree measurements. The measurements include species, DBH, total ht., age code, BH age, total age, DBH growth, height growth, and bark thickness. The following screens are examples of the SI option inputs.







If the user is in the Cruise Screen when the SI option is selected, the corresponding tree data of a selected tree will be automatically entered into the Site Index Screen.

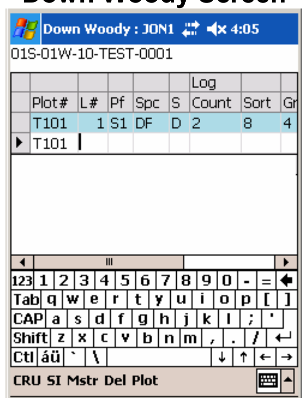
You can delete a site tree record by:

1. Select the record in the Site Index Screen by tapping in the grey cell to the left of the tree number. A (►) symbol will appear in the cell.
2. Tap on the **Del** option at the bottom of the screen.
3. A delete confirmation screen will appear to confirm the deletion of the tree record.
4. Tap Yes to delete the site tree record.

Down Woody Screen

The down woody screen can be used to tally log decks or for collecting data on down woody material during a cruise. The screen is accessible from either the Plot Screen or the Cruise Screen by tapping on the DW option at the bottom of the screens. The DW Screen is shown below.

Down Woody Screen

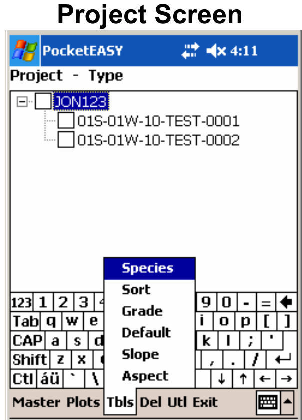


At this time there isn't a screen in SuperACE™ for viewing the Down Woody data after the cruise data is transferred to SuperACE™. It can only be viewed in MS Access™ by opening the Tscale table that is located in the cruise project MS Access™ file.

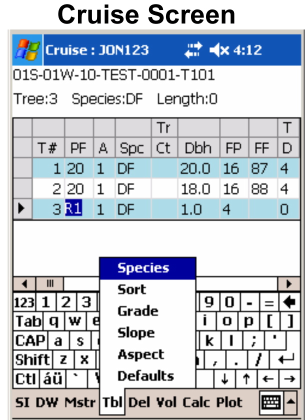
Accessing Table Files

Pocket SuperEASY™ stores five reference tables for data entry and plot tree editing. The tables are Species, Sort, Grade, Slope, Aspect and Defaults. Pocket SuperEASY™ comes preloaded with standard Westside Species, Sort and Grade tables. The tables are accessible from the Project Screen and the Cruise Screen. From the Project Screen, tap on the **Tbls** option at the bottom of the screen. From the Cruise Screen, tap on the **Tbl** option at the bottom of the screen. The Species, Sort and Grade tables can be transferred directly from SuperACE™. The Slope, Aspect, and Default tables are edited directly in Pocket SuperEASY™. The Slope and Aspect tables hold the user defined values that will be utilized in the Plot Screen for slope and aspect coding. The Defaults table holds settings for showing or hiding fields in the cruise screen. It also can store pre-assigned BAF values for the B1 thru B5 prism factor values that will be utilized for a cruise project. This will help ensure that all the cruisers working on the same project will use the same BAF values.

Project Screen



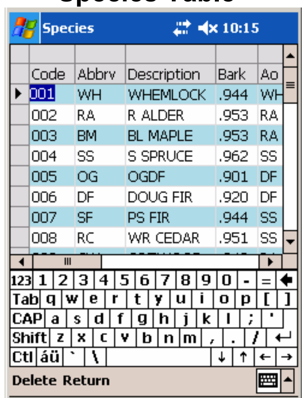
Cruise Screen



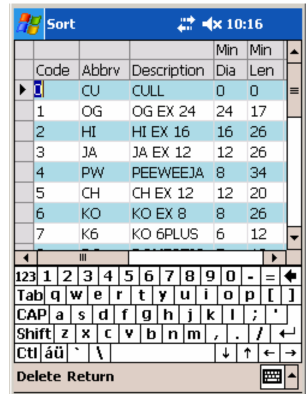
It is recommended that the user create the Species, Sort and Grade tables in SuperACE™ and then transfer the tables to Pocket SuperEASY™. The cruiser can edit the tables in the field if it is discovered that the tables need edit changes during a cruise.

Table Screens Examples

Species Table



Sort Table



Grade Table

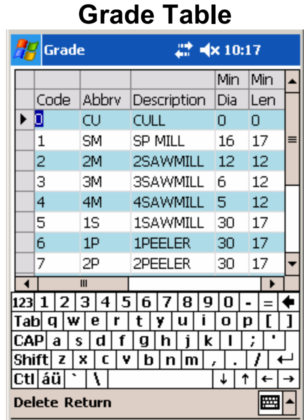
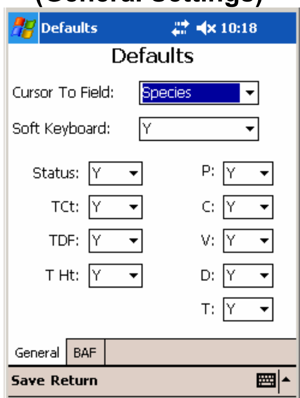
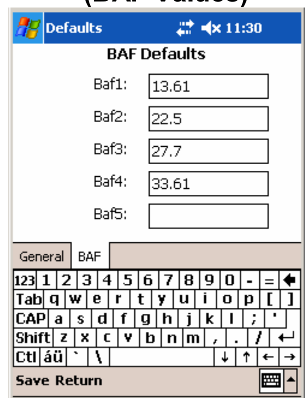
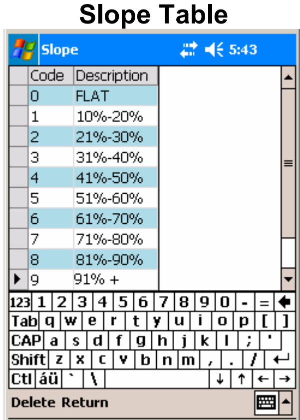
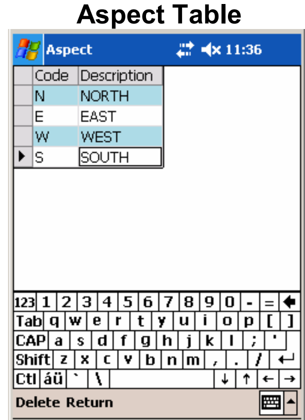


Table Screens Examples

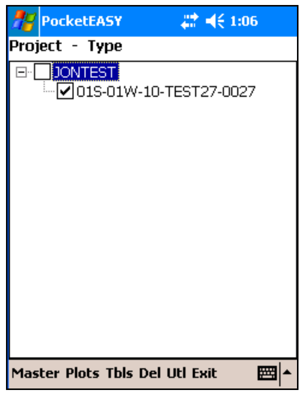
Defaults (General Settings)	Defaults (BAF Values)
	
Change Y to an N to hide the associated field in the Cruise screen.	With example values.

Slope Table	Aspect Table
	
With example values.	With example values.

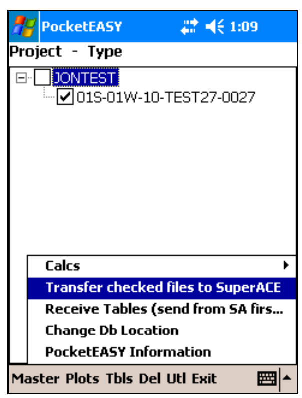
Transferring Plot Data to SuperACE™

After returning from the field the cruise data can be easily transferred to SuperACE™ for editing and reporting. You can transfer an entire project and the associated types or you can transfer individual type(s) from a project.

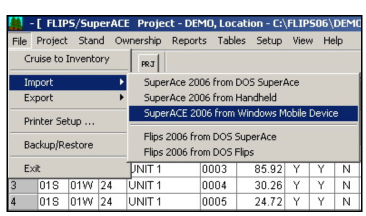
1. In the Pocket SuperEASY™ Project Screen tap in the box next to the project or type(s) that you want to transfer to make a check mark appear in the box.



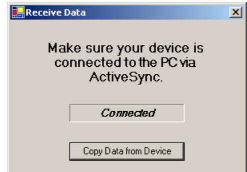
2. Tap on the **Utl** option at the bottom of the Project Screen and select **Transfer Checked files to SuperACE**.



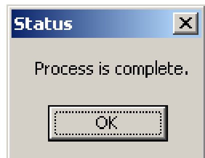
3. Make sure that the mobile device is “synced” with the PC.
4. In SuperACE™ select from the menu bar **File**, **Import**, **Cruise Files from Windows Mobile Device**.



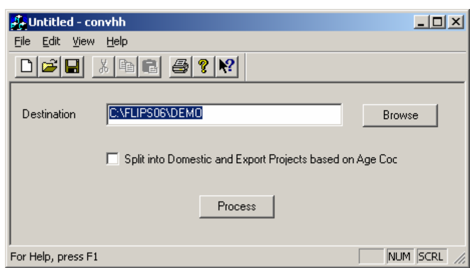
5. Click Copy Data from Device on the following screen.



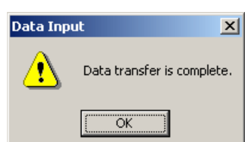
6. You will be prompted when the transfer is complete. Click OK.



7. The following window will open allowing you to specify where the cruise data is to be stored on the PC. Click Process after choosing the destination directory for your cruise data. Note: on some laptops and PCs this screen may appear on the taskbar at the bottom of the computer screen and will need to be restored to view it.



8. You will be prompted when the transfer is complete. Click OK.



The cruise project is now available for selection from the Project Selection screen in SuperACE™ for accessing and reporting on the cruise data.

Un-install Pocket SuperEASY™

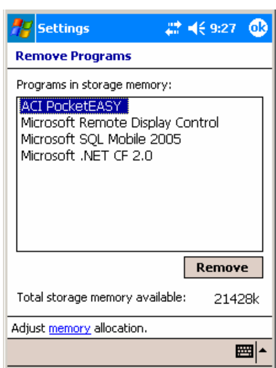
Pocket SuperEASY™ will be un-install directly from the mobile device.

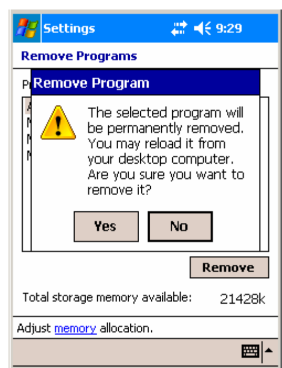
1. Make sure that Pocket SuperEASY™ isn't running on the mobile device.
2. On the mobile device tap **Start,** then **Settings** near the bottom of the screen.
3. Tap the **System** tab at the bottom of the Settings screen; then tap **Remove Programs**.





4. Tap on **ACI PocketEASY** to select it.
5. Tap the **Remove button**.
6. Tap **Yes** on the confirmation message.





7. Tab OK to return to the System screen.

Pocket SuperEASY™ is now removed from the mobile device.

Note: If you decide to re-install Pocket SuperEASY™ from a PC that was previously used for a Pocket SuperEASY™ installation, you will need to un-install Pocket SuperEASY™ from the PC using Method 1 before running the install.

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